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1 Digital literacy: visual communication and computer images
Paul Martin Lester
November 1995 **ACM SIGGRAPH Computer Graphics**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: 📄 pdf(362.10 KB)   Additional Information: full citation, citings, index terms

2 Forth: Tina: an improbable 3-pin microcontroller
Paul Frenger
February 2005 **ACM SIGPLAN Notices**, Volume 40 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(550.74 KB)   Additional Information: full citation, abstract, references, citings, index terms

The twenty-first century is rapidly becoming the age of nanotechnology. Everything seems to be getting smaller these days, especially in the electronic and scientific fields. The fuel-efficient Mazda Miata and Toyota MR2 have become the city commuter's must-have vehicles. The bulky boom-box has been replaced by the more socially responsible Apple iPod, with its miniscule rotating hard disk drive. The familiar 5-inch CD is being replaced by 3-inch versions, with smaller ones on the horizon. The p ...

3 Artificial intelligence
Elaine Rich
January 1983 Book
Publisher: McGraw-Hill, Inc.
Additional Information: full citation, abstract, references, cited by, review

The goal of this book is to provide programmers and computer scientists with a readable introduction to the problems and techniques of artificial intelligence (A.I.). The book can be used either as a text for a course on A.I. or as a self-study guide for computer professionals who want to learn what A.I. is all about.

The book was designed as the text for a one-semester, introductory graduate course in A.I. In such a course, it should be possible to cover all of the material in the boo ...

4 Designing a compelling user interface for morphing
David Vronay, Shuo Wang
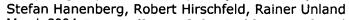April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**
Publisher: ACM Press

Full text available: pdf(533.83 KB)   Additional Information: full citation, abstract, references, index terms

We present a new user interface for the common morphing tool found in animation packages. Previously this interface has been based on the features of the underlying algorithm, with little regard to how artists actually use this feature. By careful design and analysis of a user study, we were able to design a novel user interface that greatly enhances the usability of the morphing tool for animation. Our improvements come in three areas: First, we replicate the artists' own ad-hoc annotation lang ...

Keywords: interaction design, prototyping animation, user interface design, user studies, user-centered design / human-centered design

5 Morphing aspects: incompletely woven aspects and continuous weaving

Stefan Hanenberg, Robert Hirschfeld, Rainer Unland

March 2004 **Proceedings of the 3rd international conference on Aspect-oriented software development AOSD '04**

Publisher: ACM Press

Full text available: pdf(3.73 MB)   Additional Information: full citation, abstract, references, citings

Weaving is one of the fundamental mechanisms of aspect-oriented systems. A weaver composes different aspects with the base system by determining and adapting all parts where aspect specific elements are needed eventually. At runtime, timeconsuming join point checks are necessary to determine if at a certain join point aspect-specific code needs to be executed. Current technologies enforce such checks even in locations that only temporarily or under restrictive conditions (or even never) execute ...

6 Intuitive interfaces for animation: Interactive control of component-based morphing

Yonghong Zhao, Hong-Yang Ong, Tiow-Seng Tan, Yongguan Xiao

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**

Publisher: Eurographics Association

Full text available: pdf(4.63 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper presents an interactive morphing framework to empower users to conveniently and effectively control the whole morphing process. Although research on mesh morphing has reached a state where most computational problems have been solved in general, the novelty of our framework lies in the integration of global-level and local-level user control through the use of components, and the incorporation of deduction and assistance in user interaction. Given two polygonal meshes, users can choos ...

7 Feature-based light field morphing

Zhunping Zhang, Lifeng Wang, Baining Guo, Heung-Yeung Shum

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(7.77 MB)   Additional Information: full citation, abstract, references, citings, index terms

We present a feature-based technique for morphing 3D objects represented by light fields. Our technique enables morphing of image-based objects whose geometry and surface properties are too difficult to model with traditional vision and graphics techniques. Light field morphing is not based on 3D reconstruction; instead it relies on *ray correspondence,* i.e., the correspondence between rays of the source and target light fields. We address two main issues in light field morphing: feature s ...

Keywords: 3D morphing, feature polygons, global visibility map, light field, ray correspondence, ray-space warping

8 Controllable morphing of compatible planar triangulations

October 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 4

Publisher: ACM Press

Full text available: pdf(1.90 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Two planar triangulations with a correspondence between the pair of vertex sets are compatible (*isomorphic*) if they are topologically equivalent. This work describes methods for morphing compatible planar triangulations with identical convex boundaries in a manner that guarantees compatibility throughout the morph. These methods are based on a fundamental representation of a planar triangulation as a matrix that unambiguously describes the triangulation. Morphing the triangulations corres ...

Keywords: Compatible triangulations, controllable Morphing, isomorphic triangulations, linear Morph, local Control, morphing, self-intersection elemination

9 Morphing between polylines

Alon Efrat, Sariel Har-Peled, Leonidas J. Guibas, T. M. Murali

January 2001 **Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms SODA '01**

Publisher: Society for Industrial and Applied Mathematics

Full text available: pdf(831.66 KB)   Additional Information: full citation, abstract, references, citings, index terms

Given two non-intersecting simple polylines in the plane, we study the problem of continuously transforming or morphing one polyline into the other. Our morphing strategies have the desirable property that every intermediate polyline is also simple. We also guarantee that no portion of the polylines to be morphed is stretched or compressed by more than a user-defined parameter during the entire morphing. Our algorithms are based on the morphing width, a new metric we have developed for measur ...

10 Disparity-based view morphing—a new technique for image-based rendering

Ho-Chao Huang, Shung-Hua Nain, Yi-Ping Hung, Tse Cheng

November 1998 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '98**

Publisher: ACM Press

Full text available: pdf(1.60 MB)   Additional Information: full citation, references, citings, index terms
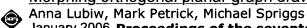
11 View morphing

Steven M. Seitz, Charles R. Dyer

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques SIGGRAPH '96**

Publisher: ACM Press

Full text available: pdf(302.21 KB)   Additional Information: full citation, references, citings, index terms

Keywords: image metamorphosis, image warping, morphing, view interpolation, view synthesis

12 Morphing orthogonal planar graph drawings

Anna Lubiw, Mark Petrick, Michael Spriggs

January 2006 **Proceedings of the seventeenth annual ACM-SIAM symposium on Discrete algorithm SODA '06**

Publisher: ACM Press

Full text available: pdf(235.66 KB)   Additional Information: full citation, abstract, references

We give an algorithm to morph between two planar orthogonal drawings of a graph, preserving planarity and orthogonality. The morph uses a polynomial number of discrete steps. Each step is either a linear morph that moves a set of vertices horizontally or vertically; or a "twist" that introduces new bends in the edges incident with one vertex. Our morph can be implemented so that inter-vertex distances are well-behaved. This is the first algorithm to provide planarity-preserving morphs with well- ...

13 Unsupervised segmentation of words using prior distributions of morph length and frequency

Mathias Creutz

July 2003 **Proceedings of the 41st Annual Meeting on Association for Computational Linguistics - Volume 1 ACL '03**

Publisher: Association for Computational Linguistics

Full text available: pdf(122.38 KB)   Additional Information: full citation, abstract, references

We present a language-independent and unsupervised algorithm for the segmentation of words into morphs. The algorithm is based on a new generative probabilistic model, which makes use of relevant prior information on the length and frequency distributions of morphs in a language. Our algorithm is shown to outperform two competing algorithms, when evaluated on data from a language with agglutinative morphology (Finnish), and to perform well also on English data.

14 Evolutionary strategies and evolutionary programming: Morphing methods in evolutionary design optimization

Michael Nashvili, Markus Olhofer, Bernhard Sendhoff

June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press

Full text available: pdf(446.38 KB)   Additional Information: full citation, abstract, references, index terms

Design optimization is a well established application field of evolutionary computation. However, standard recombination operators acting on the genotypic representation of the design or shape are often too disruptive to be useful during optimization. In this work, we will analyze whether morphing methods between two shapes can be used as recombination operators acting on the phenotype space, thus directly on the shape or design. We introduce three different morphing methods and employ them as r ...

Keywords: design optimization, evolution strategies, morphing methods, phenotypic recombination

15 Map morphing: making sense of incongruent maps

Derek F. Reilly, Kori M. Inkpen

May 2004 **Proceedings of the 2004 conference on Graphics interface GI '04**
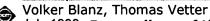
Publisher: Canadian Human-Computer Communications Society

Full text available: pdf(1.70 MB)   Additional Information: full citation, abstract, references

Map morphing is an interactive visualization technique that provides a user-controlled, animated translation from one map to another. Traditionally, overlay mechanisms are used to present layers of information over a single projection. Map morphing provides a way to relate maps with significant spatial and schematic differences. This paper presents the morphing technique and the results of a comparative evaluation of map morphing against standard ways of presenting related maps. Our results demo ...

Keywords: GIS, information visualization, interaction design, morphing

16 A morphable model for the synthesis of 3D faces

Volker Blanz, Thomas Vetter

July 1999 **Proceedings of the 26th annual conference on Computer graphics and**

interactive techniques SIGGRAPH '99
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(2.76 MB)   Additional Information: full citation, references, citings, index terms

Keywords: computer vision, facial animation, facial modeling, morphing, photogrammetry, registration

17 Large displays: White rooms and morphing don't mix: setting and the evaluation of visualization techniques
Derek F. Reilly, Kori M. Inkpen
April 2007 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '07**
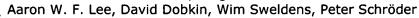Publisher: ACM Press
Full text available: pdf(16.74 MB)   Additional Information: full citation, abstract, references, index terms

The results presented in this paper illustrate how a specific map visualization technique is sensitive to setting: a comparative evaluation of the technique gives conflicting results depending on where it takes place. While prior research has explored the impact of factors other than basic visual perception on visualization techniques, relatively little attention has been directed toward the physical setting in which the technique is used. We present results from a study involving 120 partici ...

Keywords: GIS, contextual evaluation, ecological validity, external validity, geographic visualization, information visualization, methodology, morphing
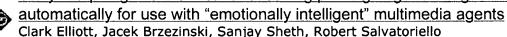
18 Multiresolution mesh morphing
Aaron W. F. Lee, David Dobkin, Wim Sweldens, Peter Schröder
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques SIGGRAPH '99**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(22.73 MB)   Additional Information: full citation, references, citings, index terms

Keywords: interpolation, mesh simplification, meshes, morphing, multiresolution, surface parameterization

19 Story-morphing in the affective reasoning paradigm: generating stories semi-automatically for use with "emotionally intelligent" multimedia agents
Clark Elliott, Jacek Brzezinski, Sanjay Sheth, Robert Salvatoriello
May 1998 **Proceedings of the second international conference on Autonomous agents AGENTS '98**
Publisher: ACM Press
Full text available: pdf(1.11 MB)   Additional Information: full citation, references, citings, index terms

20 Placement: A morphing approach to address placement stability
Philip Chong, Christian Szegedy
March 2007 **Proceedings of the 2007 international symposium on Physical design ISPD '07**
Publisher: ACM Press
Full text available: pdf(2.76 MB)   Additional Information: full citation, abstract, references, index terms

Traditionally, research in global placement has focused on relatively few simple metrics, such as pure wirelength or routability estimates. However, in the real world today,

designs are driven by not-so-simple issues such as timing and crosstalk. The future holds even more difficulties as physical models for devices and interconnects become increasingly complex and unpredictable. Adoption of an iterative methodology, where one incrementally fixes design errors, is a basic approach to tackling ...

Keywords: incremental placement, morphing, stability

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